Project 1

Slap Card Game

Slap the Card Game

- Have two players split a 52 card deck
- Add cards to discard pile
- Lose all cards, you lose
- Slap pile if Double(ex: 3 3) or Sandwhich(ex: 3 4 3)
- Mis-slap, lose three cards
- Needs: speed and pain tolerance

Slap the Program

- Player vs Computer
- Press d to add cards to a discard pile
- Press 's' to slap if Double (ex: K K) or Sandwhich (ex: K 2 K)
- Lose if you lose all your cards first
- Mis-slap, lose three cards

```
    computer 25
3
    you 25

Press d to draw
Press s to slap
Press i for instructions
Press q to quit
```

Python Curses Library

```
computer 24

you 28

Press d to draw
Press s to slap
Press i for instructions
Press q to quit

You slapped first on the Sandwhich
```

- Part of Python Standard library
- Lets use 'quick time event'
- Does not let me use print and changes displaying format

Housekeeping and Error Checking

- Adding the number of card in a deck
- Did have error checking
- Curses library effect
- What I might add/change

BIBLIOGRAPHY

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